Daniel Mandelli

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EDUCATION

University of Rhode Island, Kingston, RI
Bachelor of Science in Computer Engineering, Dean's List 2015-2019
Nelson C. White Award recipient (Class Rank 2)

TECHNICAL SKILLS

Programming: Python, C++, C, C#, Java, Solidity, SQL, Qt, HTML, CSS, JavaScript, ADA, VHDL, MATLAB
Computer applications: Git, cgdb, Multisim, PSpice, Matlab, Mathematica, Microsoft Office
Operating Systems: Linux, Windows, Android
Hardware: Altera FPGA, Raspberry Pi, Arduino Microcontroller, Electronics testing equipment
Languages: Fluent in Portuguese, Competent in Spanish

TECHNICAL EXPERIENCE

Vector Software, East Greenwich, RI
Software Engineer — June 2019 - Present

- Member of a small team working on newly released VectorCAST/Coupling technology.
- Direct the development and documentation process to implement new features in C++ and Python.
- Use Python to verify code changes using unit testing and system testing strategies.
- Utilize HTML and CSS to design and implement test-case reporting code.
- Interact with developers and QA to integrate my features and bug fixes into a product release.

Software Developer Intern — January 2019 - May 2019

- Implement functionality using C++, Python, and ADA to improve VectorCAST technology.
- Write test cases in Python to test features and bug fixes.
- Learn the development process from writing code, testing, documentation, and working with QA.

URI Microarchitecture Research Insights Laboratory, Kingston, RI
Computer Architecture Researcher — May 2018 - December 2018

- Conduct research involving the realization of new and innovative branch prediction methods.
- Use TAGE-SC-L predictor as a base model and CBP-2016 hardware simulators to design and test ideas.
- Programming in Python, C++, C, and VBA to expand base model and analyze data to best improve performance in the simulation.

University of Rhode Island, Kingston, RI
Undergraduate Teaching Assistant — Fall 2018

- Assisted in the management of a lab section for an undergraduate Computer Engineering course.
- Worked with students regarding hardware simulation of assembly language bash shell in Ubuntu.

SENIOR CAPSTONE DESIGN PROJECT

FM Approvals: LumiNotify - Automated Light Intensity Measurement for Visual Notification Appliances

- Designed an automated system in C# and Python to control stepper motors and collect light measurements at predetermined angular increments. All results are compiled and easily accessible to end users.f
- Built and interfaced the system with a GUI written in C# on the .NET Framework.
- Established connection with an SQLite database to communicate between the GUI and Python script.